

Knight and Craftsman Editor User Manual

1. Setting purpose::

- 1.1. Give players room to exert their imagination and creativity
- 1.2. Look forward to good works and share the story with you

2. Activation mode:

- 2.1. Click the "Editor" button in the game interface to enter the "General Editor Interface"
- 2.2. Classification of interface buttons: the editor divides the editing menu buttons into six categories, respectively managing "tasks and items", "locations and buildings", "military and locations", "R&D and upgrading", "systems and others" and "new scripts"



3. Script (MOD) import, export and loading methods

- 3.1. Export method: First enter the "Editor General Interface", click "Save MOD Name" or "Create MOD", and then enter the game installation directory "Knights and Craftsmen \greatwall-Data \StreamingAssets " to copy the "* MOD.SAV" file with the same name
- 3.2. Import method: enter the game installation directory "Knights and Craftsmen\ greatwall_Data \StreamingAssets " and place the "* MOD.SAV" file
- 3.3. Loading method: After the import step is completed, restart the game interface. In the game theme screen or start screen, click the drop-down menu to load the corresponding script. Note that the tasks and props between scripts are different, so the game archive cannot be used universally.



4. Tasks and items

4.1. Task addition and task editing: both functions are aimed at modifying the task contents of the locations in the game. First select the city where the task is located, and then fill in the task contents according to the interface prompts. Click "OK" to finish editing. In case of any error, the right panel will be marked with red font

4.1.1. Task Name: First of all, the task name cannot be duplicate, which may easily lead to errors in background task completion statistics, especially in the case of follow-up tasks, which may lead to the problem that follow-up tasks cannot be activated; Second, the first three tasks in each trading city are daily random tasks, and the modification will not have a lasting effect. The tasks in the task location do not have the above problems (the nature of the site can be adjusted in the "Scene and Site Menu"). Third, if the task name is the same as the scene name or the site name in the scene (the site name is in the "List 1" at the end of the document), it will be regarded as the active location task, and the task icon will be as shown in the following figure. After the task is completed, the specific site on the map can be displayed (the task location and training ground are not displayed by default) or the corresponding scene can be opened (except for the initial scene, other scenes are not displayed by default, and the initial scene can be adjusted in the "Scene and Site Menu")



4.1.2. Task description: No special requirements except for word count control

4.1.3. Task Repeatability: whether the task can be repeated after completion

4.1.4. Gain reputation: as the title

4.1.5. Enemy Type: Select the target of the mission. The enemy type can be adjusted in the "Military Forces Menu". The mission icon will display the battle icon, enemy type and difficulty, as shown in the above figure. If you choose "None", you will not encounter the enemy.

4.1.6. Submit Items, Submit Quantity: the items and quantity to be paid for the task. If the verification task only needs to verify that some items meet the requirements of certain quantities, you can set the "Get Items and Quantities" to the same data to achieve the purpose of verification only. At the same time, the task entry in the game will only display the information of submitted verification items. Note that items prefixed with "technology" are invalid as Submit

Items.

- 4.1.7. Obtained items and quantity: the items and quantity that can be obtained after completing the task. If you obtain items prefixed with "head", "body" and "special", the nature of the task will become a technical task. After completion, you can enable the synthesis function of the corresponding equipment in the equipment library. If only the designer wants the player to obtain equipment, he can replace the obtained items with special props, and the equipment can be obtained by exchanging special props in the location. Note that items prefixed with "technology" are invalid as Obtained items.



- 4.1.8. Whether it is a follow-up task: when it is not activated, the task is an independent task. If you want to activate a follow-up task, you need to make corresponding selections in the newly added Predecessor City and Predecessor Name. Note that if the predecessor task name changes or is deleted, the predecessor project needs to be re selected for this task, otherwise it will not be activated correctly (see the following figure for an example)
- 4.1.9. Conversation No.: select the corresponding conversation name from the drop-down menu for the dialogue scene to be displayed after the task is completed. Dialogs can be added or modified in the Dialog Settings menu. The task with dialog attached will be identified by a text box in the lower right corner of the task name. (See the figure below for

example)

- 4.1.10. Password of riddle: It is specially set for decryption game modes. However, considering the mixture of Chinese and English versions and polysemy, the password is set as an integer. When the game task is executed, you need to fill in the corresponding answer before continuing the task. (See the figure below for example)
- 4.1.11. Confirm and delete tasks: as shown

- 4.2. Item modifier: It is important to adjust various data of items in the game. Item types are displayed by category in the "warehouse interface", "equipment interface", etc. of the game. "Other B" is a special category, without interface display. Items can have duplicate names. Please note

物品修改器



加工品

修改物品

加工品-短剑

名称修改为

短剑

物品类型

加工品

价格1 (金币)

55

第二等价物

无

第二等价物数量

0

原料1

铁

原料1数量

1

原料2

木材

原料2数量

1

原料3

无

原料3数量

0

工作量

50

产量

1

物品图片



装备效果1

效果1数量

0

装备效果2

效果2数量

0

生产等级

2

确认

5. Location and buildings

- 5.1. Adjustment of urban transactions: take effect for the Location that are trade in nature, mainly controlling the purchase and sale of goods and the friendliness of trade

贸易修改编辑器

交易城市

巨象氏族

友好阈值

0

向性

3

市场容量 (可消耗天数)

7

任务次数上限

2

确认

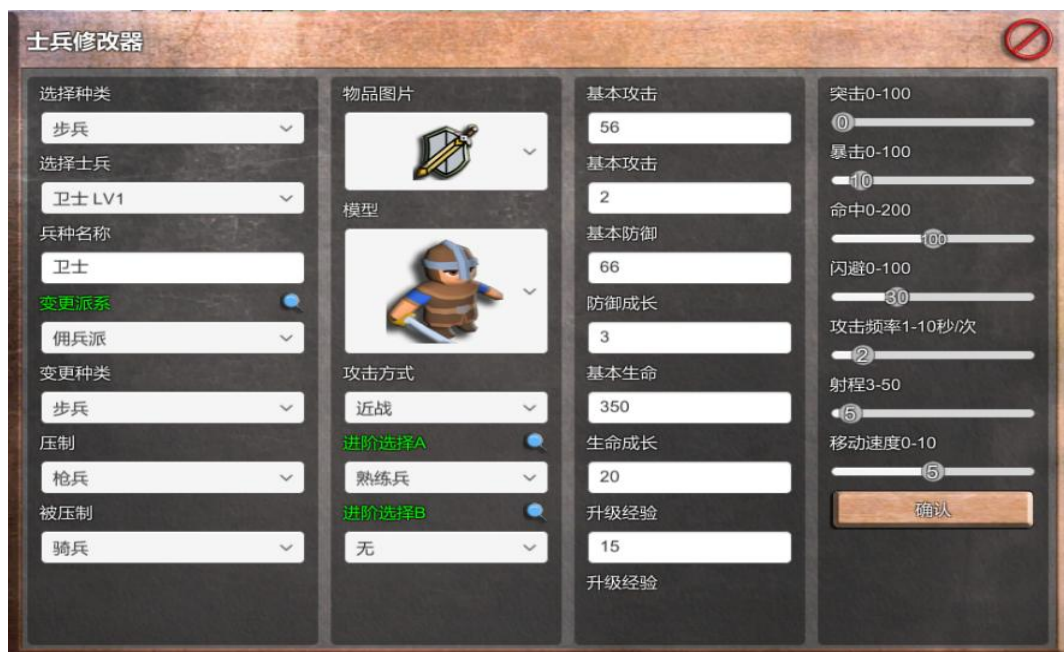
交易条目

1	原料-木材	消耗速度	-0.30
2	加工品-肉	消耗速度	-0.30
3	加工品-家具	消耗速度	-0.20
4	原料-金矿	消耗速度	-0.10
5	加工品-面包	消耗速度	0.30
6	加工品-铁甲	消耗速度	0.30
7	加工品-餐具	消耗速度	0.20
8	加工品-军马	消耗速度	0.20
9	加工品-重铠	消耗速度	0.15
10	原料-烟草	消耗速度	0.15

- 5.2. Location exchange adjustment: effective for Location with the nature of mission and training ground. It mainly controls the exchange of props at these locations
- 5.3. Port modifier: adjust the island and the default name of the port; Modify the exchangeable items of random routes
- 5.4. Workshop production adjustment: adjust the processing menu of 9 basic production workshops. Please note that this modification is invalid for some non production buildings in the game, such as warehouses, residences, etc

6. Military and locations

- 6.1. Scenario and location adjustment: This page mainly controls the nature of locations in each scenario. First, trade cities can conduct transactions and task activities. The first three tasks are daily tasks that are randomly refreshed, and the latter are fixed tasks. Trade cities have the ability to expand territory, can be attacked, and can set up garrisons. The locations are initially visible. Next, the training ground is responsible for training the soldiers of the corresponding faction. It also has the task and prop exchange function. The location is invisible at first. Finally, the location of task nature only has the function of exchanging tasks and props, and the location is not visible initially. Invisible locations need to be activated by using the Activate Location task in the game. Other functions are described in the game interface.
- 6.2. Faction army modifier: responsible for modifying all the army data (excluding player) in the game. The modified army can be used for tasks, trade city garrison, etc.
- 6.3. Soldier modifier: it mainly modifies the data of a single soldier, and can modify the soldier model, promotion and attack forms



7. R&D and upgrading

- 7.1. R&D modification: This page allows you to modify all node items in the technology tree, and modify the technology description and R&D difficulty. Items in the science book will be set to the default closed state when a new game is initialized. In addition, it should be noted that the correspondence between the city level and the item level is a prerequisite for unlocking. The item level can be modified in the production level of the item modifier



- 7.2. Building upgrade adjustment: set the materials required for building construction and upgrade. Note that the unlock level refers to the level of cities where buildings can be built
- 7.3. City level condition setting: set the conditions required for city upgrading
- 7.4. Subtitle editing: the background introduction appearing on the title screen of the game, which can be edited by the players themselves. It is convenient to create a story background with its own characteristics in combination with editable forces and force descriptions

8. System and others

- 8.1. Conversation settings: set dialogue scenes for characters matching tasks to help enrich the story
- 8.2. Castle reception: data setting for role recruitment
- 8.3. Chinese and English adjustment: This page displays all the existing Chinese and English versions in the game, which are stored in the form of a dictionary of string keys and values. Players can add them by themselves. It should be noted that the game is edited based on the mother tongue (simplified Chinese), and all data contacts in the game are mainly in the left Chinese. Please pay attention when using. After adding, click Refresh Font Library at the bottom right corner to directly switch between Chinese and English environments and see the modified effect.



9. **Concluding remarks**

This editor supports hot update editing. After editing, you can directly see the modified results without restarting the game, which is very convenient. You are very welcome to edit your own story and share it with us! By the way, the last reminder, remember to save after changing the MOD!! Remember to save after changing the MOD!!Remember to save after changing the MOD!!